

UNITED STATES PATENT APPLICATION

FOR

**GAMING DEVICE HAVING MATCHING GAME WITH DUAL
RANDOM GENERATING AND PLAYER PICKING OF SYMBOLS**

INVENTORS:

**JOSEPH E. KAMINKOW
ANTHONY J. BAERLOCHER
CARL V. KNIESTEADT
BAYARD S. WEBB
JOHN J. GILLILAND**

Prepared by:

Bell, Boyd & Lloyd LLC
70 West Madison Street
Suite 3300
Chicago, Illinois 60602
(312) 372-1121
Our File No.: 0112300-1423

SPECIFICATION

TITLE OF THE INVENTION

5 **"GAMING DEVICE HAVING MATCHING GAME WITH DUAL
RANDOM GENERATING AND PLAYER PICKING OF SYMBOLS"**

CROSS-REFERENCE TO RELATED APPLICATIONS

 This application relates to the following co-pending commonly
owned application: "GAMING DEVICE HAVING FREE GAME KENO",
10 Serial No.: 10/243,051, Attorney Docket No. 0112300-1095; and
"GAMING DEVICE HAVING KENO GAMES WITH WEIGHTED
OUTCOMES AND DRAW FIRST DISPLAY", Attorney Docket
No. 0112300-1245.

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BACKGROUND OF THE INVENTION

 The present invention relates in general to a wagering gaming
25 device, and in particular to a gaming device having a matching game
with dual random generating and player picking of symbols.

 Referring now to Fig. 1, the known Brasil Slingo™ game is
illustrated. Fig. 1 is a screen shot from a video monitor, such as video
monitor 16 illustrated in Fig. 2. Known Brasil Slingo™ includes three
30 groups of nine masked symbols. As illustrated, Group 62 includes
masked symbols 60a through 60i. Group 64 includes masked symbols
60j through 60r. Group 66 includes masked symbols 60s through
60aa.

The groups 62 through 66 are arranged in a grid pattern forming rows and columns. Each column includes one masked symbol from each group 62 through 66. One of the reels 68 (referring collectively to reels 68a through 68i) is associated with each column. For instance, reel 68a is associated with masked symbols 60a, 60j and 60s. Reel 68f, on the other hand, is associated with masked symbols 60f, 60o and 60x.

Fig. 1 illustrates that the known game of Brasil Slingo™ provides a player with a number of turns or spins as indicated by spins remaining display 72. The game enables the player to initiate the spinning of reels 68 via the spin button 74. The gaming device displays any win to the player via win meter 76.

When the game begins, the player sees the twenty-seven masked symbols 60a through 60aa. The object of the game is to match as many numbers randomly hidden behind or associated with those symbols as possible within three spins. The player hits the spin button 74 to play the game. When the player hits the spin button 74, the reels 68 each generate one of ten possible numbers. The reel 68a generates one of the numbers zero to nine. The reel 68b generates one of the numbers ten to nineteen. The reel 68c generates one of the numbers twenty to twenty-nine. The reel 68d generates one of the numbers thirty to thirty-nine. The reel 68e generates one of the numbers forty to forty-nine. The reel 68f generates one of the numbers fifty to fifty-nine. The reel 68g generates one of the numbers sixty to sixty-nine. The reel 68h generates one of the numbers seventy to seventy-nine. The reel 68i generates one of the numbers eighty to eighty-nine. Each of those ranges of numbers is also associated with the respective column of symbols 60.

Besides generating numbers, the reels can also generate "Super Jokers" or "Free Spin" symbols. The Super Joker, which has been generated in Fig. 1 by the reel 68h reveals and matches each of the numbers of its associated column. The Free Spin allows the player to have one more spin of each of the reels 68a to 68i.

Known Brasil Slingo™ pays the player in a number of ways. Certain of the masked numbers 60a through 60aa are associated additionally with bonus Slingo™ coins. When those numbers are matched, the player receives the associated coins. The main form of payment occurs by matching and revealing each of the numbers in one or more of the rows 62 to 66. Matching and revealing certain patterns also generates awards for the player. In particular, if the revealed numbers form a "big M" or a "big W," the player wins. Still further, amassing Super Jokers yields additional Slingo™ coins to the player.

10 The point accumulation for known Brasil Slingo™ is as follows:
(i) completing one row pays 100 points; (ii) completing two rows pays 250 points; (iii) obtaining a big "M" or a big "W" pays 500 points; (iv) matching and revealing all numbers pays 1,000 points; (v) obtaining four Super Jokers pays 100 points; (vi) obtaining five
15 Super Jokers pays 200 points; (vii) obtaining six Super Jokers pays 1,000 points; (viii) obtaining seven Super Jokers pays 5,000 points; (ix) obtaining eight Super Jokers pays 15,000 points; and (x) obtaining nine Super Jokers pays 25,000 points. This is employed by an internet game with multiple players competing for the most points to win the
20 game.

While the known Brasil Slingo™ game has achieved a certain amount of commercial success, it is desirable to increase the enjoyment and excitement of that game. It is also desirable to provide a Brasil Slingo™-type game for a wagering gaming machine.

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SUMMARY OF THE INVENTION

The present invention provides an improved version of the Brasil Slingo™ game for a wagering gaming machine. The present invention includes each of the features discussed above in connection with
30 Fig. 1. In addition, the present invention provides a player interactive element added to the play and an award scheme for providing players awards in a primary or secondary game of a wagering gaming machine. In the game of the present invention, the gaming machine

enables the player choose or pick an amount of the masked symbols 60a to 60aa prior to selecting the spin button 74 to generate outcomes. In one embodiment, the game of the present invention enables the player to pick three of the masked symbols. The player can pick any of the symbols 60a to 60aa. As such, the game of the present invention displays and provides masked selections and not merely masked symbols.

When the player is finished picking the allotted three masked selections, the player hits the spin button 74 as described above. After each spin, the gaming device determines whether one of the player's picked selections has been matched and revealed. If so, the gaming device provides the player with a bonus opportunity. In one embodiment, the match allows the player to play a bonus game on a secondary display. In one embodiment, the secondary display includes at least one mechanical device.

In one embodiment, the gaming device enables the player to play the bonus game immediately after a match occurs due to the spin of the reels in the base Slingo™ game. That is, the player plays Slingo™, then the bonus game, then back to Slingo™, etc. In another embodiment, the gaming device accumulates each of the matches between the player's picks and the game's picks and enables the player to play the bonus game after each of the Slingo™ spins has occurred.

The bonus game played via the matches with the player picks, includes a mechanical device in one embodiment. The bonus game can include a spinning wheel, spinning reel, rotating or translating indicator, etc. When the player plays the bonus game, the gaming device typically provides the player a certain type of outcome such as an award. The bonus award is provided in addition to any award or awards that the player wins via play of the base game.

It should be appreciated that the improved Slingo™ game of the present invention also provides an additional award avenue to the player. That is, besides each of the award possibilities described

above, the player also accumulates awards due to bonus game play. Also, the present invention increases the level of player interaction versus known Brasil Slingo™. Those features increase fun and excitement during gaming.

5 It is therefore an advantage of the present invention to provide an improved game of Brasil Slingo™.

 Another advantage of the present invention to provide a gaming device having an improved level of player interaction.

10 A further advantage of the present invention to provide a gaming device having multiple award avenues.

 A further advantage of the present invention to provide a gaming device having a video-based primary game and a mechanical secondary game.

15 Additional features and advantages of the present invention are described in, and will be apparent from, the following Detailed Description of the Invention and the figures.

BRIEF DESCRIPTION OF THE FIGURES

 Fig. 1 is an elevation view of a prior art matching game.

20 Fig. 2 is a front perspective view of one embodiment of the gaming device of the present invention.

 Fig. 3 is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention.

25 Fig. 4 is a flow diagram showing one possible sequence of operation of the matching game of the present invention.

 Figs. 5, 6, 7 and 8 are expanded elevation views of the video monitor displayed in Fig. 2 showing various screen shots of one embodiment of the matching game of the present invention.

30 Fig. 9 is an elevation view of one preferred display of the gaming device of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

Gaming Device and Electronics

Referring now to Fig. 2, each of the embodiments described herein is provided in one preferred embodiment in a gaming device 10.

5 Alternatively, certain embodiments are provided on various monitors throughout a casino or gaming establishment. Gaming device 10 is in one embodiment a video gaming device and includes a cabinet 12 having at least one video monitor. The illustrated embodiment includes an electromechanical display 14 and a video monitor 16.
10 Electromechanical display 14 is alternatively a second video monitor. Cabinet 12 is illustrated as being of a type where the player stands or sits. The cabinet is alternatively a bar top cabinet, wherein the player sits to play the Slingo™ game of the present invention.

Cabinet 12 of gaming device 10 also includes one or more
15 monetary input devices 22. The monetary input device 22 can accept coins, cash, a smart card, a credit card, a debit card, a casino card or other type of gaming device card. Gaming device 10 can also include a ticket reader and a ticket printer (not illustrated) that enables the player to input and receive a redeemable ticket in lieu of cash. The
20 ticket reader/validator and printer operate with the processor housed inside gaming device 10.

Cabinet 12 also provides controls for a player to operate gaming device 10. In the illustrated embodiment, various electromechanical input devices 18 are provided on a tilted portion 20 of the cabinet 12,
25 below video monitor 16. Electromechanical input devices 18 each send a discrete signal to a microprocessor (described further below) located within cabinet 12. Those input devices enable the player to perform the various game functions, including but not limited to, picking at least one of the selections for groups 162 to 166 (see Fig. 3),
30 initiating the random generating devices 68 wagering a variable number of credits and cashing out.

Similar to the electromechanical input devices 18, cabinet 12 of gaming device 10 can provide electromechanical displays that show,

for example, the player's credits maintained within gaming device 10, the matches for the player's selection, etc. In one embodiment, however, those functions as well as others are provided on video monitor 16. In one embodiment, display device 16 provides a number
5 of screens that the player accesses selectively to see the pays for the matching game, the possible wagers, bonus game information, etc. Display 16 can also inform the player of the rules concerning the operation of one or more or all of the embodiments of the present invention.

10 Video monitor 16 displays, without limitation: (i) the masked selections or numbers (selections 160a to 160aa); (ii) the symbols or numbers randomly generated by gaming device 10 (reels 68a to 68i); (iii) the selections and revealed symbols or numbers picked or played by the player (marked, e.g., "player picked"); (iv) revealed symbols or
15 numbers from matches between the masked symbols and the generated symbols; (iv) the wager per game; (v) the player's total wager; (vi) the player's award from the randomly generated matches (display 76); (vii) the player's award from the player's picks (display 78); and (viii) the player's total award (display 84).

20 Display device 14 in the illustrated embodiment includes three different electromechanical devices that provide the bonus game of the present invention. Rotating wheel 86 includes a stationary or rotating indicator 88 and a plurality of award values 90. Reels 92 also display award values. Display 94 includes a translating indicator 96 and a
25 plurality of award values 98. One, or more or all of the displays can be provided to operate individually at different times or collectively at the same time. The outputs from the displays can be added to form an overall award. Otherwise, the award can be selected from the outputs of the electromechanical displays.

30 Referring now to Fig. 3, gaming device 10 is run by a processor or central processing unit ("CPU") 38 and a memory device 40 that operates with one or more display devices 14 and 16 that display the matching game of the present invention. Processor 38 is in one

embodiment a microprocessor and has a microcontroller-based platform. Memory device 40 includes random access memory ("RAM") 46 and read only memory ("ROM") 48. The platform for the processor 38 and memory device 40 is located variously: (i) inside gaming device 10; (ii) as stand alone components in the casino; or (iii) part of a server/client system, data network, one or more application-specific integrated circuits (ASIC's) or one or more hard-wired devices.

Gaming device 10 can house its own game program or be linked in a client/server manner via a data network 30, wherein the present invention provides some or all of the functions of the processor and/or memory device at a central location, such as a network server for communication to a playing station over a local area network (LAN), wide area network (WAN), Internet connection, microwave link and the like.

Gaming device 10 includes one or more simulated input devices. The simulated input devices are provided by a touch screen 50 that operates via a touch screen controller 52 and a video controller 54 with the processor 38. The input devices (mechanical or virtual) enable the player to operate the matching gaming device 10 of the present invention. Cabinet 12 of gaming device 10 also provides a number of speakers 24 that operate via a soundcard 42 with processor 38. The video monitor 16, and alternatively or additionally the speakers 24, explain the operation of and perform the game of the present invention. The speakers 24 can also inform the player of any type of output, outcome or additional instruction for gaming device 10.

Gaming device 10 in one embodiment operates the game of the present invention as well as another game, such as keno, slot, poker, blackjack, craps or other video wagering game. In one embodiment, the game of the present invention is displayed on one video monitor (e.g., monitor 16), while the second game is displayed afterward on the same monitor 16. Besides providing the matching game of the present invention, any of the embodiments described herein can be additionally coupled with the one or more games, such as keno, slot, poker,

blackjack, craps, bingo, etc. The Slingo™ game pays out in tokens or coins in one embodiment but additionally or alternatively pays out non-monetary awards or bonus awards, such as free games, a casino beverage or meal, a number of selections from a prize pool, etc.

5 Referring now to Fig. 4, one possible sequence 100 for operating the improved Slingo™ game of the present invention is illustrated. Upon starting the base Slingo™ game as indicated by oval 102, the video monitor 16 operates with touch screen 50 and displays an array of masked award symbols in groups, as indicated by block 104. While one preferred embodiment of the present invention uses numbers as with known Slingo™, the present invention is also operable with other types of symbols, rather than numbers. For example, instead of using the numbers zero through eight-nine (or one through ninety), the present invention could instead use letters, 10 alphanumeric symbols or other suitable symbols.

15 The masked selections are arranged in three groups of nine selections. Those groups are displayed together as an array in one embodiment. The array includes the three groups and also forms nine columns. Each column is associated with a unique random generation device as indicated by block 104. While the nine by three scheme is preferred in one embodiment, the present invention can provide a different number of groups and/or a different number of masked selections per group.

25 Gaming device 10, in alternative embodiments, displays the groups with different spatial relationships than the rows and columns illustrated in Fig. 5. For example, selections that are related via a random generation device can be linked by type of symbol, a displayed path or other type of visual marker that links selections of different groups, which are, in turn, associated with the same random generation device together.

30 In one embodiment, the random generation device is a reel as discussed above. In an alternative embodiment, the random generation device is another type of visual display that generates one

of the symbols from a range of symbols. For example, the reels 68 are replaced by spinning reels in one alternative embodiment. As further indicated by block 104, the groups are arranged so that each of the random generation devices is visibly associated with one of the
5 selections from each of the groups of selectable award symbols.

Gaming device 10 enables the player to pick a designated number of the masked symbols as indicated by block 106. In one embodiment, the player can pick three of the selectable symbols. Gaming device 10 alternatively provides the player with any suitable
10 number or percentage of picks of the masked selections in accordance with game mathematics.

Gaming device 10 determines whether the player has made the provided number of picks as indicated by diamond 108. If the player has not completed the allotted number of picks, the gaming device
15 enables the player to make another pick as indicated by block 106. If the player has completed the allotted picks, the gaming device causes the generation devices 68a through 68i to generate symbols, e.g., numbers. The gaming device reveals any of the masked symbols generated by the generation devices 68a to 68i.

Next, the gaming device determines whether any group of masked selections is completely revealed due to the last random generation as indicated by diamond 112. If any of the groups of masked symbols is revealed, the gaming device awards the player for any of such completed groups as indicated by block 114. As described
20 above, the gaming device provides more credits or Slingo™ points to the player for completing a higher number of the groups. Still further, gaming device 10 yields free spins in one embodiment.

After receiving any award due, as indicated by block 114, or if the generation devices do not yield an award for the player, as
30 indicated by diamond 112, the gaming device determines whether any masked symbol picked by the player is generated by the generation devices as determined in connection with diamond 116. If so, the

gaming device operates a bonus game or event and provides any award generated therefrom to the player.

In one embodiment, the player has an opportunity to win a higher award as the player accumulates more matches. For example,
5 the gaming device in an embodiment enables the player to play the bonus game after each random generation of one of the player's picks. Alternatively, the gaming device accumulates the matches and allows the player a bonus play for each match after base game Slingo™ play.

Regardless of whether the player obtains a bonus award or
10 plays a bonus game, the gaming device determines whether any generations of the Slingo™ game are left, as indicated by diamond 120. If there is another set of random generations of the devices 68a to 68i, the gaming device again causes the generation device to generate another set of symbols and reveal from the masked
15 selections any matching symbols. The above-described cycle is repeated until no more random generations are left, as indicated by diamond 120, wherein the game sequence ends, as indicated by oval 122.

Referring now to Figs. 5 to 8, screen shots of one embodiment
20 of the improved Brasil Slingo™ game of the present invention are illustrated on the display device 16. Display device 16 operates with the touch screen 50 so that the player 88 can select any three (or other amount) of the selections 160a to 160aa of groups 162 to 166, as well as spin button 74. Group 162 includes masked selections 160a to
25 160i. Group 164 includes masked selections 160j to 160r. Group 166 includes masked selections 160s to 160aa.

The groups 162 to 166 are arranged in a grid-like format in the illustrated embodiments. The generation device 68a is associated with the selections 160a, 160j and 160s. The generation device 68b is
30 associated with the selections 160b, 160k and 160t. The generation device 68c is associated with selection 160c, 160l and 160u. The generation devices 68d to 68i are associated with the remaining columns accordingly.

As discussed above, in one embodiment, generation devices 68a to 68i are reels that show a spinning motion or otherwise show that the gaming device is randomly generating a number Super Jokers or free spin from the applicable range of numbers (which includes also a predefined or randomly determined amount of Super Jokers and/or free spin symbols). The random generation devices then display a randomly generated number or symbol. If that symbol is masked behind one of the masked selections of the associated column, the symbol is revealed in place of the mask.

Figs. 5 to 8 illustrate that the improved Brasil Slingo™ game of the present invention includes the spins remaining display 72, the spin button 74 and the win meter 76. Win meter 76 shows any award achieved through base game play of the Brasil Slingo™ game. Win meter 76, for example, shows awards generated if each of the symbols associated with the masked selections of any one or more of the groups 162 to 166 is generated. The win display 76 also shows any win from an accumulated number of Super Joker symbols.

Bonus meter 78 shows any win from a bonus game played as a result of a match between one of the randomly generated symbols and a masked selection picked by the player. Some embodiments for playing the bonus game of the present invention are illustrated below. Total win meter 82 totals the wins from the base game win meter 76 and the bonus win meter 78. Display 84 designates the symbol or number of the matches that occur between symbols picked by the player and symbols generated randomly by generation devices 68a to 68i.

In one embodiment, masked selections 160a to 160aa are associated with touch screen 50. The player simply touches the desired selection to pick that selection. In an alternative embodiment, separate electromechanical devices or other suitable mechanisms are provided to enable the player to pick one or more of the masked selections 160a to 160aa.

In the illustrated embodiment, gaming device 10 enables the player to select three masked selections. In Fig. 5, the player 88 picks the masked selections 160k, 160v and 160x. Each of those selections is marked "player picked" or is suitably marked via a change of color or other suitable method or indicator. In the illustrated embodiment, the player makes each of the picks prior to hitting the spin button 74. In alternative embodiments, the player selects one or more of the marked selections after hitting spin button 74 one or more times.

In Fig. 6, the player 88 hits spin button 74 for the first time, leaving the spins remaining display 72 to show two remaining spins (for three given spins). The reels 68a to 68i then spin and show outcomes. As illustrated, reel 68b randomly generates the number thirteen (from ten to nineteen), which is a match with the value masked by section 160b. Reel 68c randomly generates the value twenty-five (from twenty to twenty-nine), which matches the value masked by related (same column) selection 160v. Reel 68f randomly generates the value fifty-four (from fifty to fifty-nine), which matches the value masked by related (same column) selection 160x. Still further, reel 68h generates randomly the value seventy-eight (from seventy to seventy-nine), which matches the value masked by related (same column) selection 160q.

Of the matched values thirteen, twenty-five, fifty-four and seventy-eight in Fig. 6, value fifty-four is also a value of a player-picked selection 160x. Accordingly, the value fifty-four is tallied in the picks that match meter 84. Picks that match meter 84 is alternatively called or referred to as a "Slingo™ spin meter" because the matches tallied provide the basis for or provide directly the number of spins or plays of one or more mechanical devices that the player has once the spinning of reels 68a to 68i stops.

In Fig. 7, player 88 hits spin button 74 again, leaving spins remaining meter 72 to show one remaining pick. Reels 68a to 68i spin again and stop to display a new set of random outcomes. As illustrated, reel 68b generates randomly the value fifteen, which matches the value hidden behind selection 160k. Reel 68f generates

randomly the value fifty-one, which matches the value hidden behind selection 160f. Of those matches, value fifteen is also a value of a player-picked selection 160k. Value fifteen is accordingly tallied in the picks that match meter 84.

5 Fig. 8 illustrates the outcome of the third and last random generation. After the player hits spin button 74 a third time, generation device 68a randomly generates the number two from the possible numbers zero to nine. The random generation device 68d generates randomly the number thirty-two from the possible numbers thirty to
10 thirty-nine. The random generation device 68b also randomly generates a Super Joker symbol. That symbol reveals or displays any remaining non-displayed symbols in the associated column, namely, remaining non-displayed numbers seventy-one and seventy-six. The Super Joker symbols are provided in any desired percentage on any
15 desired percentage of the random generation devices or reels 68a to 68i (along with a desired percentage of free spins).

 As indicated by the spins remaining display 72, the player has no spins remaining. The player has not completed or revealed a group or row 162, 164 and 166 of selections and therefore does not receive
20 the known Slingo™ award associated therewith. The player has also not received or achieved a threshold number of Super Jokers (typically, four) to win an award on that front. In alternative embodiments, however, the player wins an award for each Super Joker accumulated. The player, in any event, still has an opportunity to win one or more
25 bonus awards for matching the player-picked numbers of fifteen and fifty-four. In one embodiment, if a free spin occurs on any reel, an additional spin would be provided to the player to enable the player to accumulate more hits.

 To that end, gaming device 10 can stop the game temporarily to
30 enable the player to play one of the bonus games and achieve a bonus award in connection with a player/game match. In that case, after play of the bonus game the player returns to the Brasil Slingo™ base game if the player has a remaining spin. In an alternative embodiment,

gaming device 10 accumulates any matches, and the player plays the bonus game for each of the accumulated matches when the base Brasil Slingo™ game ends.

Fig. 2 illustrates various types of bonus games of the present invention. Display device 14 is in one embodiment a video monitor, wherein the bonus game is carried out on that video monitor. Display device 14 in one embodiment, however, includes at least one mechanical award generation device. Fig. 2 illustrates three possible mechanical configurations. The present invention is not limited to those three embodiments.

Display device 14 in one embodiment includes a spinning wheel 86. Wheel 86 includes an indicator 88 and a set of values 90. Either the wheel and displayed values 90 rotate or the indicator 88 rotates to generate randomly one of the values 90. The bonus award can coincide directly with one of the values 90 or be based upon same.

Display device 14 alternatively or additionally includes a set of reels 92 that spin and generate a plurality of numbers on those reels. The numbers can be added together to provide the bonus award to the player. Alternatively, one or more, but less than all of the displayed numbers, are provided to the player as an award. In a still further alternative embodiment, the number created by the reels, such as 312, is the award or is a basis for the award.

Display device 14 alternatively or additionally includes the display 94. Display 94 includes a translating indicator 96 and a plurality of displayed values 98. Indicator 96 moves back and forth and alternately points to or indicates one of the values 98. The player's bonus award corresponds directly to an indicated one of the values 98 or is based on same.

The player's ultimate bonus award is an award from one of or any combination of the electromechanical displays 86, 92 and 94. Upon receiving the bonus award, the player either initiates another random generation of the current base Slingo™ game, initiates another

base Slingo™ game via one of the input devices 18 or cashes out via an input device 18.

Referring now to Fig. 9, one display of the Slingo™ game of the present invention is illustrated on display device 16. The display includes the groups 62, 64 and 68 of symbols, which are initially not masked. The player here is able to see the numbers that the player marks or designates for potential bonus play. In the illustrated embodiment, player 88 marks or selects the thirty-four, forty-eight and sixty-seven symbols 160d, 160g, 160w, respectively.

Spins remaining meter 72 shows that the player receives initially three spins. Spins played meter 92 shows that the player has currently played no spins in the game. Free spins remaining meter 94 shows that the player has currently accumulated no free spins. Accordingly, the player has played no free spins as indicated by meter 96. The player accumulates free spins by generating a free spin or B5 symbols on one of the reels 68a to 68i.

The symbols BS, 13, 23, 33, 42, J, J, J and 82 shown initially on reels 68a to 68i are regenerated once the player presses the spin reels selection 74. That selection is enabled once the player selects the allotted, i.e., three numbers, for bonus play. Message 98 informs the player to make such selection. The numbers thirty-four, sixty-seven and forty-eight selected by player 88 are suitably visually marked as such by a change of color, pattern, etc.

A bonus win meter 90 is provided that shows points accumulated for any of the above described achievements, such as for matching all numbers in a column, in a row, on the board, in a pattern, for accumulating Super Jokers, etc.

The bonus win shown in the meter is then incremented by any amount achieved from playing one or more of the electromechanical bonus games described as shown a number of times based on how many player picked numbers have been matched via the spinning of reels 68a to 68i. In one embodiment, after each of the spins of reels 68a to 68i has been executed, the spin input 74 changes to show the

player how many matches between the generated numbers or symbols have occurred. Such tally provides the basis for or equals the number of bonus spins or "Slingo™ spins" are shown in converted meter 74.

5 The Brasil Slingo™ game uses numbers. The present invention contemplates using other symbols besides numbers to produce a substantially similar game to the one discussed herein. For example, generation device 68a could generate and display a fruit from a set of fruits. Device 68b could generate an automobile from a set of automobiles. Device 68c could generate a fish from a set of different
10 fish, etc.

The provision of awards is the same whether symbols or numbers are used. If a group of symbols is generated, the player wins. The game still uses and provides awards for accumulated Super Jokers. The player also receives a bonus award for picking selections
15 having symbols that are matched by symbols generated via the devices. It should be appreciated that selections and generators can be arranged and associated in any suitable manner. Any desirable number of each can also be displayed.

It should be understood that various changes and modifications
20 to the presently preferred embodiments described herein will be apparent to those skilled in the art. Such changes and modifications can be made without departing from the spirit and scope of the present invention and without diminishing its intended advantages. It is therefore intended that such changes and modifications be covered by
25 the appended claims.